

WHAT IS CLAIMED IS:

- 1 1. A processing platform for operation of a gaming machine, the
 2 processing platform comprising:
 3 a bus;
 4 a gaming processing subsystem coupled to the bus for controlling
 5 functional aspects of gaming machine operation that involve game functionality; and
 6 a general computing subsystem coupled to the bus for controlling
 7 non-functional aspects of gaming machine operation that do not involve game
 8 functionality;
 9 wherein the gaming processing subsystem is physically separate
 10 from the general computing subsystem.
- 1 2. A processing platform in accordance with claim 1 wherein the bus
 2 uses an interface protocol that consists of one of PCI, ISA, VME, and AGP.
- 1 3. A processing platform in accordance with claim 1 wherein the
 2 functional aspects of gaming machine operation comprise at least one of game play
 3 history, game accounting, gaming machine access, I/O control, random number
 4 generation and game authentication algorithms.
- 1 4. A processing platform in accordance with claim 1 wherein the non-
 2 functional aspects of gaming machine operation comprise at least one of player visual
 3 display and attract animation, audio player feedback and attraction, real time video
 4 presentations, and commercial operating systems.
- 1 5. A processing platform for operation of a gaming machine, the
 2 processing platform comprising:
 3 a bus that uses an interface protocol consisting of one of PCI, ISA,
 4 VME, and AGP;
 5 a gaming processing subsystem coupled to the bus for controlling
 6 functional aspects of gaming machine operation, the functional aspects of gaming
 7 machine operation comprising at least one of game play history, game accounting,

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8 gaming machine access, I/O control, random number generation and game authentication
9 algorithms; and

10 a general computing subsystem coupled to the bus for controlling
11 non-functional aspects of gaming machine operation, the non-functional aspects of
12 gaming machine operation comprising at least one of player visual display and attract
13 animation, audio player feedback and attraction, real time video presentations, and
14 commercial operating system;

15 wherein the gaming processing subsystem is physically separate
16 from the general computing subsystem.

1 6. A gaming machine comprising:

2 a housing;

3 a user input connected to the housing;

4 a display connected to the housing; and

5 a control system at least in communication with the gaming machine, the
6 control system comprising a processing platform that comprises:

7 a bus;

8 a gaming processing subsystem for controlling functional
9 aspects of gaming machine operation coupled to the bus; and

10 a general computing subsystem for controlling non-
11 functional aspects of gaming machine operation coupled to the bus;

12 wherein the gaming processing subsystem is physically
13 separate from the general computing subsystem.

1 7. A gaming machine in accordance with claim 6 wherein the bus
2 uses an interface protocol that consists of one of PCI, ISA, VME, and AGP.

1 8. A gaming machine in accordance with claim 6 wherein the aspects
2 of gaming machine operation comprise at least one of game play history, game
3 accounting, gaming machine access, I/O control, random number generation and game
4 authentication algorithms.

1 9. A gaming machine in accordance with claim 6 wherein the non-
2 functional aspects of gaming machine operation comprise at least one of player visual

3 display and attract animation, audio player feedback and attraction, real time video
4 presentations, and commercial operating systems.

1 10. A gaming machine comprising:

2 a housing;

3 a user input connected to the housing;

4 a display connected to the housing; and

5 a control system at least in communication with the gaming machine, the

6 control system comprising a processing platform that comprises:

7 a bus that uses an interface protocol consisting of one of

8 PCI, ISA, VME, and AGP;

9 a gaming processing subsystem for controlling functional

10 aspects of gaming machine operation coupled to the bus, the functional aspects of gaming

11 machine operation comprising at least one of game play history, game accounting,

12 gaming machine access, I/O control, random number generation and game authentication

13 algorithms; and

14 a general computing subsystem for controlling non-

15 functional aspects of gaming machine operation coupled to the bus, the non-functional

16 aspects of gaming machine operation comprising at least one of player visual display and

17 attract animation, audio player feedback and attraction, real time video presentations, and

18 commercial operating system;

19 wherein the gaming processing subsystem is physically

20 separate from the general computing subsystem.

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